

State of New Jersey  
Department of Law and Public Safety  
Division of Consumer Affairs  
Office of Consumer Protection  
Legalized Games of Chance Control Commission  
124 Halsey Street, 7<sup>th</sup> Floor, Newark NJ

Amusement Game  
Certification of Permissibility Number 5-001

NAME OF GAME: Stop and Go

MANUFACTURER: N/A

APPLICANT: N/A

The game named above is hereby granted a Certification of Permissibility for operation in New Jersey pursuant to the provisions of the Amusement Games Licensing Law, N.J.S.A. 5:8-100 et seq. ("Law"), and the regulations promulgated thereunder, N.J.A.C. 13:3-1.1 et seq. ("Regulations"). This Certification of Permissibility is based upon information supplied by the applicant at the time of application for certification. The game must be operated in accordance with the Law and Regulations, the specifications submitted by the applicant and the conditions set forth in this certification. Any modification of the specifications as submitted at the time of application or the conditions set forth herein shall immediately void the Certification of Permissibility for any game so operated.

It is unlawful to license or operate any amusement game in the State of New Jersey without a valid Certification of Permissibility or in a manner not in accordance with Certification of Permissibility issued for the game. This Certification of Permissibility contains four pages. This is page 1 of 4.

DESCRIPTION:

"Stop and Go" is a game incorporating a game board with a rotating indicator and a laydown board marked in segments bearing numbers, names or symbols identical to those on the game board. A player(s) places an entry fee on a particular segment of the laydown board to indicate his/her choice of the expected winner. A rotating indicator which is powered and driven by an electric motor is activated and deactivated by a player by means of electrical push-button switches or similar devices approved by the Commission, located along the laydown board. The switches enable any player to activate or deactivate the games indicator. The winning number, name or symbol is that which identifies the segment of the game board in which the tip of the indicator rests after its motor has been deactivated.

DEFINITIONS:

"Game board" means the segmented board behind the rotating indicator.

“Laydown board” means a shelf area in front of and/or sides of the stand/structure containing the “Stop and Go” game that is divided into segments each of which bears a number, name or symbol corresponding with those on the game board.

“Obstruction” means any portion of the stand/structure, any light or other type fixture, any box, bag, prize or other material that obstructs the player’s view of the entire game board.

“Playfield” means an area containing the stop an go switches, the laydown board and the game board.

“Prize Category” means a prize, or group of prizes of comparable value, available to a player upon completion of the task necessary to win a prize in a particular category or available to a player by “trade up. ”

“Prize category designation” means the identifier of one of the six authorized prize categories prescribed by condition 10 of this Certification of Permissibility.

“Professional quality” means that the surface of the sign to be used must be smooth and rigid in nature and not made from paper or corrugated cardboard, unless laminated.

“Round of play” means the sale of a right to participate, the event which determines whether the player wins or loses and the award of the prize.

“Stand/structure” means any stand, structure, booth, tent, trailer or area in which the game is operated.

“Starting switch” means an electrical push-button switch or similar device approved by the Commission, which enables a player to activate or deactivate the games indicator

“Trade up” means trading multiple prizes of a lower prize category for a prize in a higher prize category.

#### CONDITIONS:

- 1.) The maximum price to play shall not exceed values set forth in N.J.A.C. 13:3-3.4.
- 2.) The playfield shall be clear of all obstructions.
- 3.) The playfield shall be contained within the stand/structure in which the game is located.
- 4.) No merchandise shall be allowed in or around the stand/structure for display purposes only.
- 5.) All prizes displayed must be available to be won either in a single round of play or by trading up through continued play.
- 6.) A sign explaining prize category trade up requirements shall be conspicuously posted at all times during the operation of the game.

- 7.) The minimum size of a sign containing the statement required by condition number 6 of this certification shall be 8.5 inches x 11 inches. The sign shall be of professional quality and shall consist of block letters of at least .50 inches. The background and the letters of the sign shall be electronically displayed or permanently printed of contrasting colors.
- 8.) All prizes available through the play of the game shall be conspicuously displayed above the front counter height of the stand/structure.
- 9.) The maximum number of prize categories shall be six (6).
- 10.) Prize categories from the lowest to highest in values shall only be known, referred to, designated, or labeled as: Small; Medium; Large; X-Large; Jumbo or Choice.
- 11.) Prizes displayed shall be labeled to indicate prize category. Prizes shall be labeled individually or as a clearly delineated group of the same prize category.
- 12.) The maximum number of prizes required in order to trade up to the next higher prize category shall be three (3). (IE: Three Small prizes are required to trade up to one Medium prize. Three Medium prizes are required to trade up to one Large prize. Three Large prizes are required to trade up to one X-Large prize. Three X-Large prizes are required to trade up to one Jumbo prize. Three Jumbo prizes are required to trade up to one Choice prize.)
- 13.) No game shall be operated with less than six sets of stop and go switches. Six single switches that operate as both a stop and go switch may be utilized.
- 14.) If a stop and go switch is out of order, it shall be removed from the play field until it is repaired to proper working order.
- 15.) All stop and go switches shall be located along the laydown board in a location easily accessible to all players.
- 16.) The rotation of an indicator shall only be activated or deactivated by a player
- 17.) A master control switch may be installed to activate the go switches used by the player to activate the rotating indicator on the game board however, the master control switch shall not be capable of activating or deactivating the rotating indicator
- 18.) The mechanism utilized to rotate the indicator on the game board shall not incorporate any clutch, brake or timing device except a timing device which renders all of the stop switches inoperative for a minimum time period of three seconds after any go switch is activated.
- 19.) The game board shall contain an individual segment for each number, name or symbol, displayed on the laydown board. No laydown board shall bear a number, name or symbol not displayed on the game board. No game board shall bear a number, name or symbol not displayed on the laydown board.
- 20.) All laydown boards shall be securely attached to the horizontal surface of the counter of the stand/structure containing the stop and go game.

21.) If an indicator utilizes a flapper type tip, the winning number, name or symbol is the one identifying the segment of the game board in which the flapper tip of the indicator rests.

This Certification of Permissibility is not a license to operate the captioned gambling device. The game must be licensed in accordance with the Law and Regulations.

The Commission reserves the right to suspend, revoke or modify this Certification of Permissibility upon notice to the manufacturer, operator and/or applicant.

LEGALIZED GAME OF CHANCE  
CONTROL COMMISSION



By: \_\_\_\_\_

Marilou Halvorsen  
CHAIRMAN

DATE: March 13, 2002